

**AN APPARATUS AND METHOD FOR DETERMINING A PROGRAM
NEIGHBORHOOD FOR A CLIENT NODE IN A CLIENT-SERVER
NETWORK USING MARKUP LANGUAGE TECHNIQUES**

Abstract of the Disclosure

5 An apparatus and method for determining a program neighborhood of a client
node in a client-server network is described. The program neighborhood of the client
node includes application programs hosted by application servers on the network. The
present invention enables a user of a client node to learn of these application programs.
The user is not required to know where to find such applications or to manually establish
10 links to such applications. To make the client node aware of its program neighborhood, a
host server collects application-related information corresponding to application
programs hosted by the servers in the network. The application-related information can
include the application name, the server location of the application, minimum capabilities
required of client nodes for executing the application, and those users who are authorized
15 to use that application. User credentials are received from the client system. The user
credentials are used to filter the application-related information. Information representing
those application programs that are available to the client node is transmitted from the
host server to the client system for display. In a Windows-based client node, the
information can be represented by a graphical icon for each available application
20 program.

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